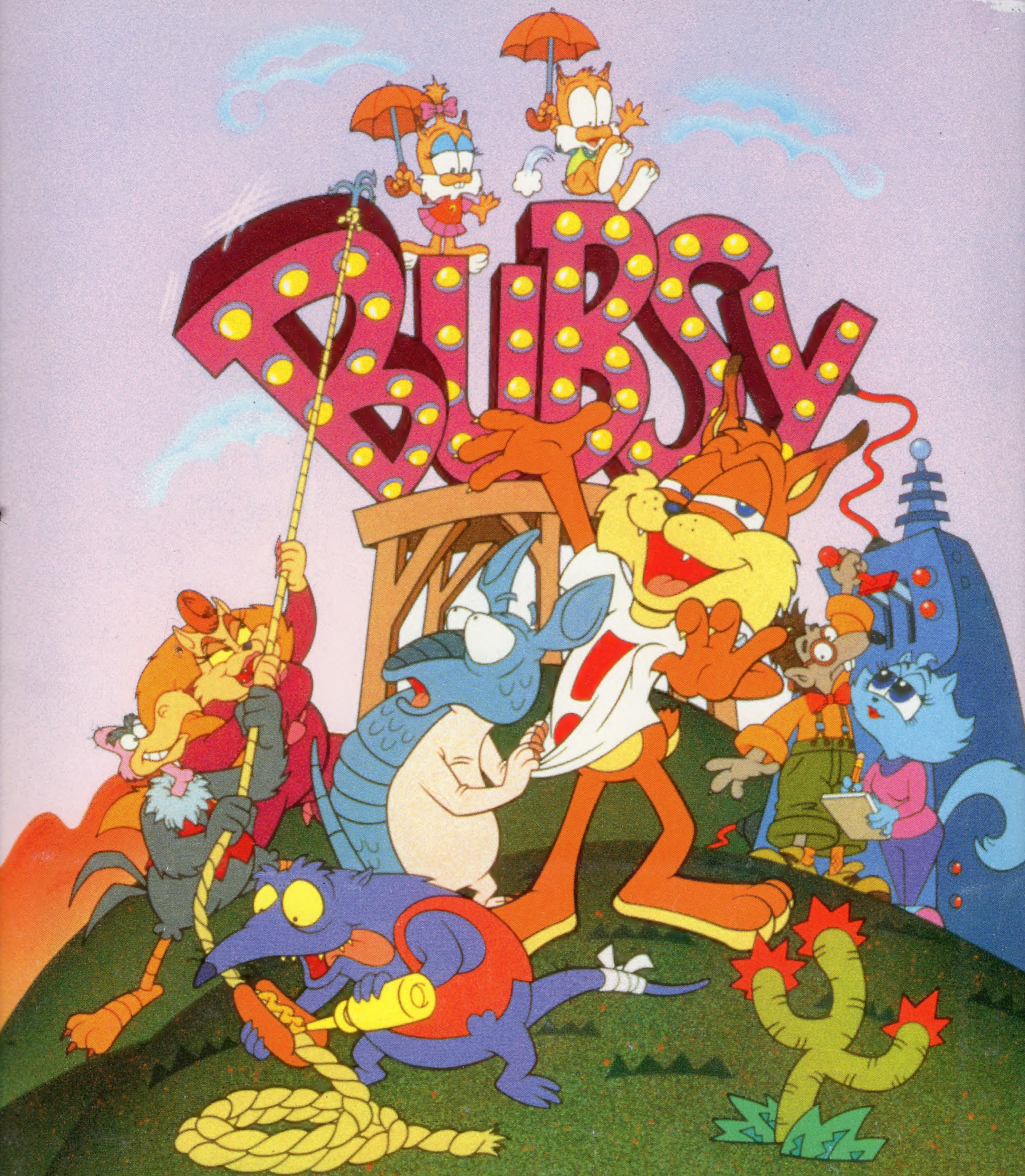




Optimized For
Windows[®]
95

ONE OF THE FIRST WINDOWS[®] 95 GAMES!

THIS ISN'T A CARTOON YOU WATCH!
It's a CAT-TOON you play!

Super Bubsy is a fast, zany platform game in a bizarre and funny CAT-toon environment. It stars the smart-aleck punster "Bubsy Bobcat," a character with sassy purr-sonality!

Jump into an action packed CAT-toon with comical obstacles, offbeat obnoxious enemies, witty remarks and slapstick animation.

"The first
of a new generation
in tremendously powerful
fast-paced scrolling
games for Windows."

Alex St. John,
Microsoft

Microsoft Hypes Super Bubsy!

—Worldwide Windows 95 launch event

—Worldwide Windows 95 National Tour

—Worldwide Live Forum

—Consumer Reviewers' Workshop

—Windows 95 Intro Event at Great America



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TECHNICAL INFORMATION:

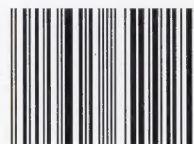
System: PC CD-ROM
Case Pack: 10 units
(2 inner packs of 5)

SYSTEM REQUIREMENTS:

Minimum Requirements:
Windows 95; 486DX-2; 8MB RAM; 1MB graphics card (VLB or PCI); 8-bit sound card; single speed CD-ROM drive

Recommended Requirements:
Windows 95; Pentium; 8MB RAM; 2MB PCI 64-bit graphics card; 16-bit stereo sound card, double speed CD-ROM drive; gamepad controller

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FEATURES

- BASED ON BUBSY, WINNER OF A 1993 PARENTS' CHOICE APPROVAL
- SUPER FAST GAME PLAY--UP TO 10 TIMES FASTER THAN OTHER WINDOWS GAMES
- SUPER GORGEOUS HIGH RESOLUTION GRAPHICS
- SUPER COOL CLIPS FROM THE ANIMATED TV SPECIAL
- SUPER EASY INSTALLATION WITH WINDOWS 95 AUTOPLAY
- SUPER STEREO SOUND WITHOUT SET-UP HASSLES
- 16 SUPER DUPER LEVELS

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Bubsy Bobcat is a heroic, devil-may-care adventurer with the raw energy of a tornado and the common sense of a lemming. But above all, Bubsy is self-assured and over-zealous...a bobcat with an attitude. Bubsy constantly enlists the help of his unwilling and perpetually terrified sidekick, Arnold the Armadillo in his quest to "Go where no bobcat has gone before." Bubsy states it best in his self-proclaimed credo: "I'm a hero, for cryin' out loud, and if that's a crime, then book me!" Bubsy craves excitement, and with the help of Arnold and his niece and nephew Teresa and Terrence (the Bubsy Twins), Bubsy is forever vigilant, forever seeking out new adventures to test his desire to live on the edge.

Foremost among those villains always ready to foil Bubsy's plans is the evil alley cat Allycassandra. She's a greedy feline who has scratched and clawed her way to the top to become enormously wealthy and powerful. But she is not satisfied...as she puts it, "I deserve more, much more...I deserve it all!" With the help of her bumbling henchmen, Bozwell, the Gourmet Buzzard, and Sid, the Vicious Shrew, Ally constantly seeks to destroy all of the efforts of our hero, Bubsy.

Often, Bubsy's best attempts at heroism are simply not enough, and it's then that he enlists the help of the nerdy scientist, Virgil Reality, and his dingy assistant Oblivia. Virgil is an inventor of questionable merit, and his devices, contraptions and machines often do more to confound the situation than to improve it. But through it all, Bubsy is unflappable, and vows to do, "Whatever blows my hair back!"

BUBSY™

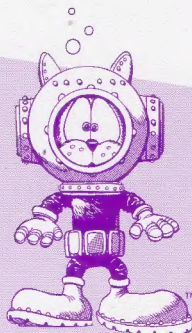
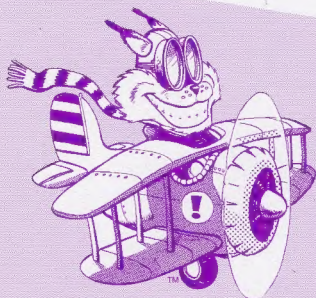
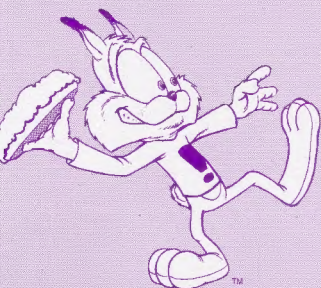
BUBSY II: THE STORY

As our story begins, Bubsy Bobcat, his trusted sidekick Arnold Dillo and their young charges, the pesky Bubsy Twins, are pretty excited. You see, celebrated capitalist boar, Oinker P. Spamm, and scientific genius, Virgil Reality, have struck up a partnership ever since they found out that Virgil's newest invention, the World Origination and Matter Projection Unification Machine (WOMPUM) actually works! This incredible device has allowed Oinker to create the ultimate amusement park - the Amazatorium, an amazing world where guests can experience all the wonders of the real world through the miracle of simulated reality...or so it seemed.

Jumping on the chance to bring home the bacon, Oinker immediately hogged all the airwaves in a piggish feat of media blitzing to announce the grand opening of his fascinating Amazatorium. In fact, the press was so utterly preoccupied that other more mundane news was completely overshadowed. For instance, hardly anyone reported about the sudden disappearance of all ancient artifacts and written history about the Nile. Although one noted archeologist was quoted as saying, "The lack of evidence indicates that nothing much was going on there in those days." And to back up his statement, he produced a history book with 37 blank pages that specifically did not describe the civilization which clearly never occurred.

Then there was that controversy over the existence of municipal airports. Why was so much money spent to build these things when air travel was known to be a scientific impossibility because the Wright brothers never existed? Try explaining that one to a whole bunch of ticked-off airline passengers who suddenly found their flights canceled until the invention of the airplane.

Hmmm. Something fishy was definitely going on. Still, the Bubsy Twins convinced Bubsy and Arnold to take them to the Amazatorium, and even managed to accidentally show up a day early. Of course, once there Bubsy

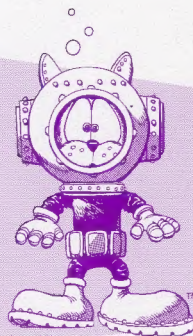
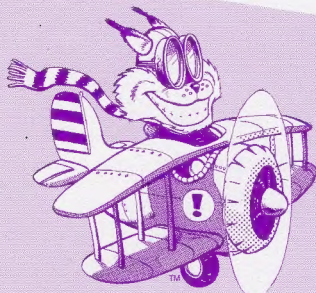


BUBSY™

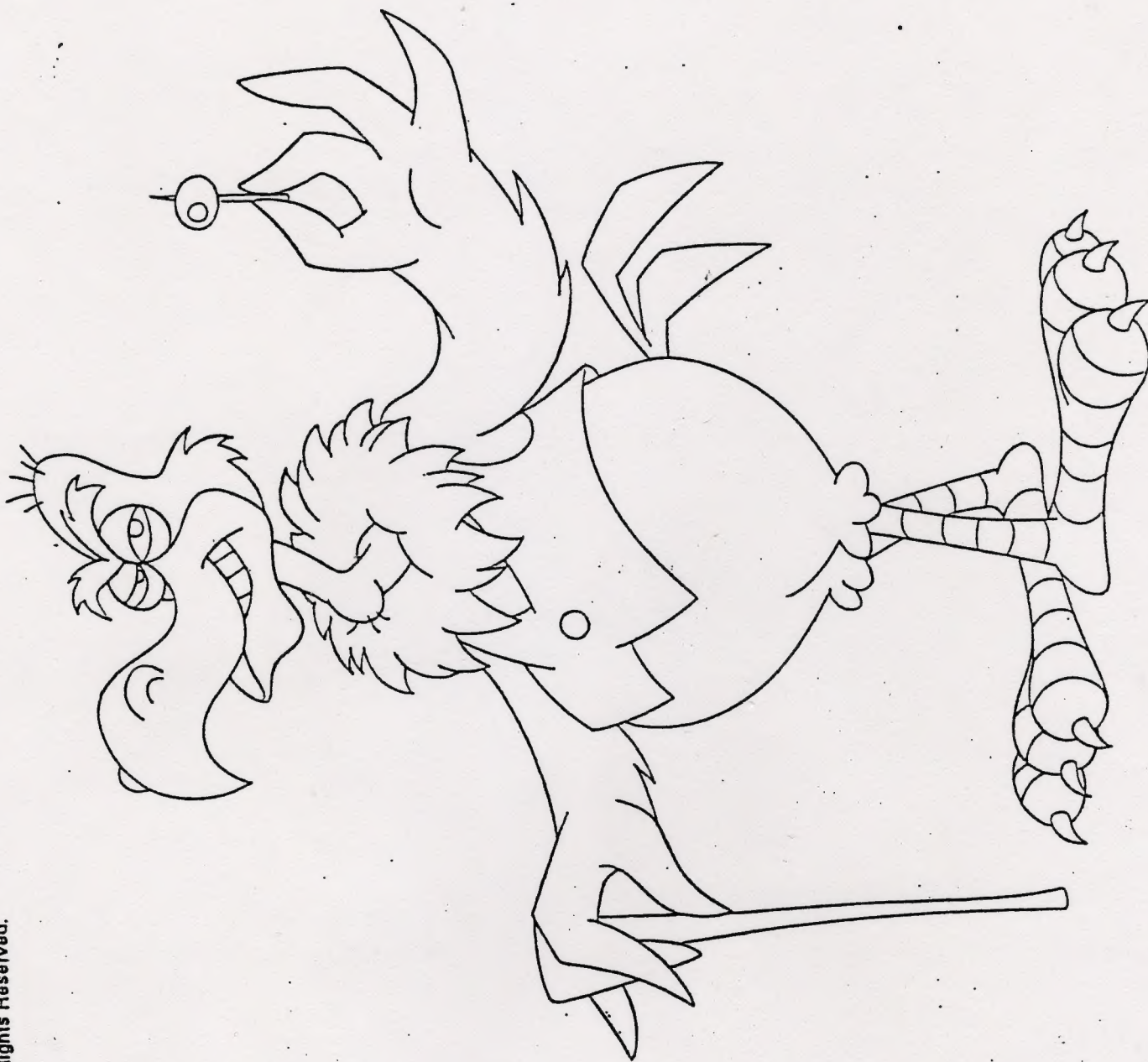
and Arnold began to catch on. There were a few clues, like the empty parking lot, the lock on the door and the "Opens Tomorrow" sign. But, before Bubsy could take action, the Twins used their junior scout bolt cutter to slice the lock and slip inside.

And so, without realizing it, Bubsy was off on his next adventure.

Tracking down the Twins is just the start. Bubsy is on the brink of an awesome discovery - the WOMPUM doesn't simulate reality...it STEALS it! And, if left unchallenged, Oinker P. Spamm could hog all of reality for himself and then charge the world to come and see it!!! Can Bubsy save the day? We'll find out in Bubsy II!



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Model #: 87



Show #: BUBSY

Model: BOZWELL

FRONT VIEW

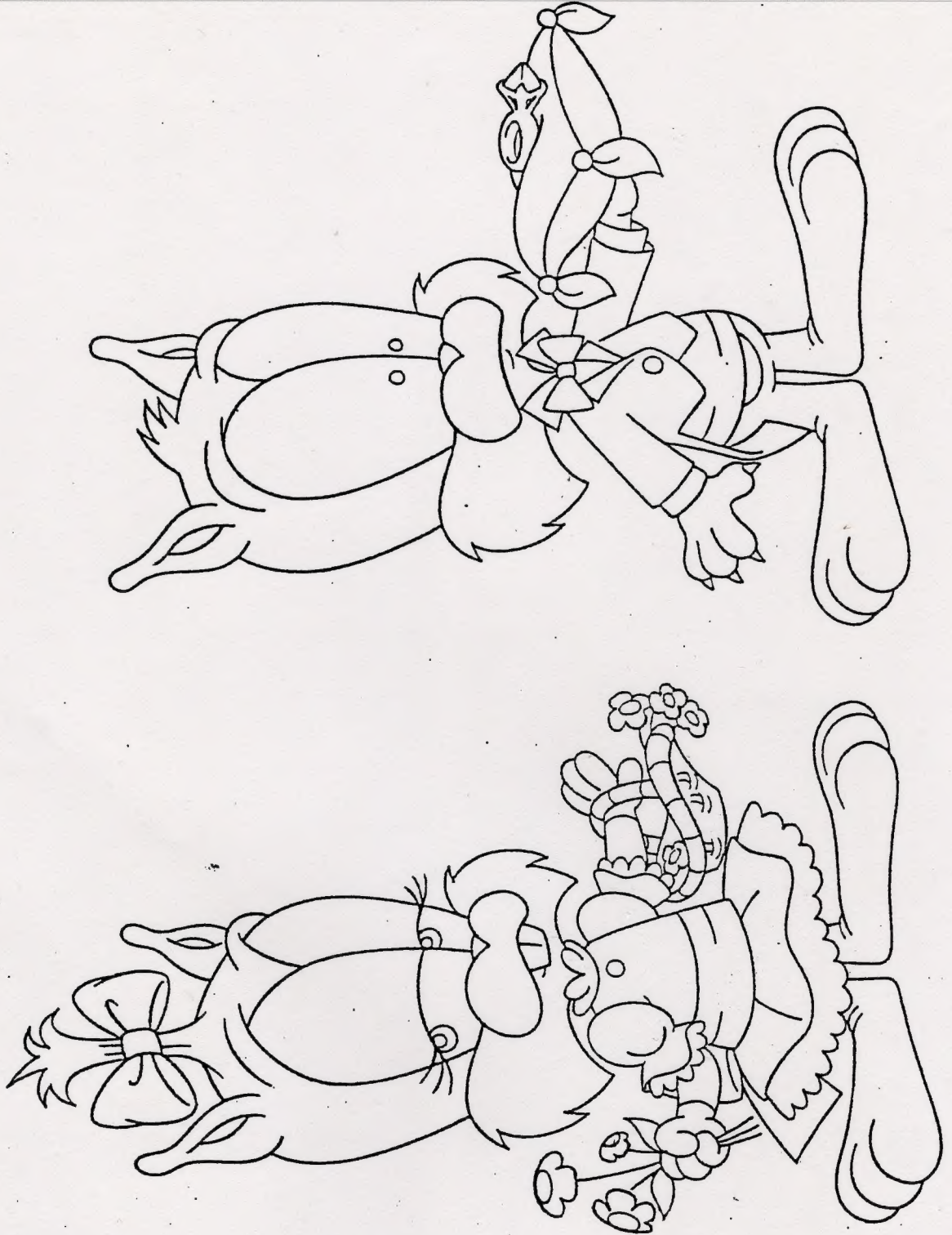
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Model #: 42



Show #: BUBSY

Model: TERRENCE AS R

BEARER & TERESA AS
WER GIRL FRONT VIEW

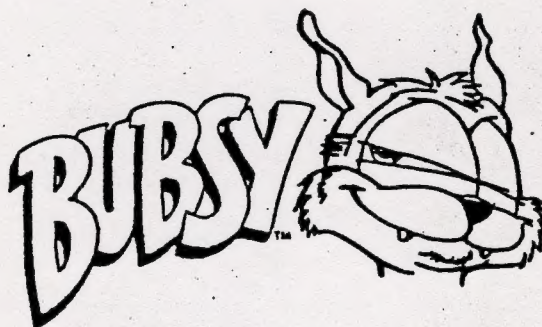
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Model #: 101



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Model: SID

FRONT VIEW

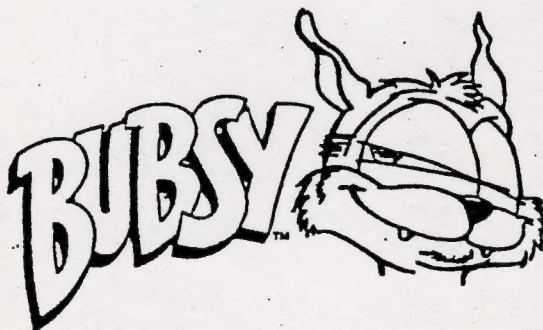
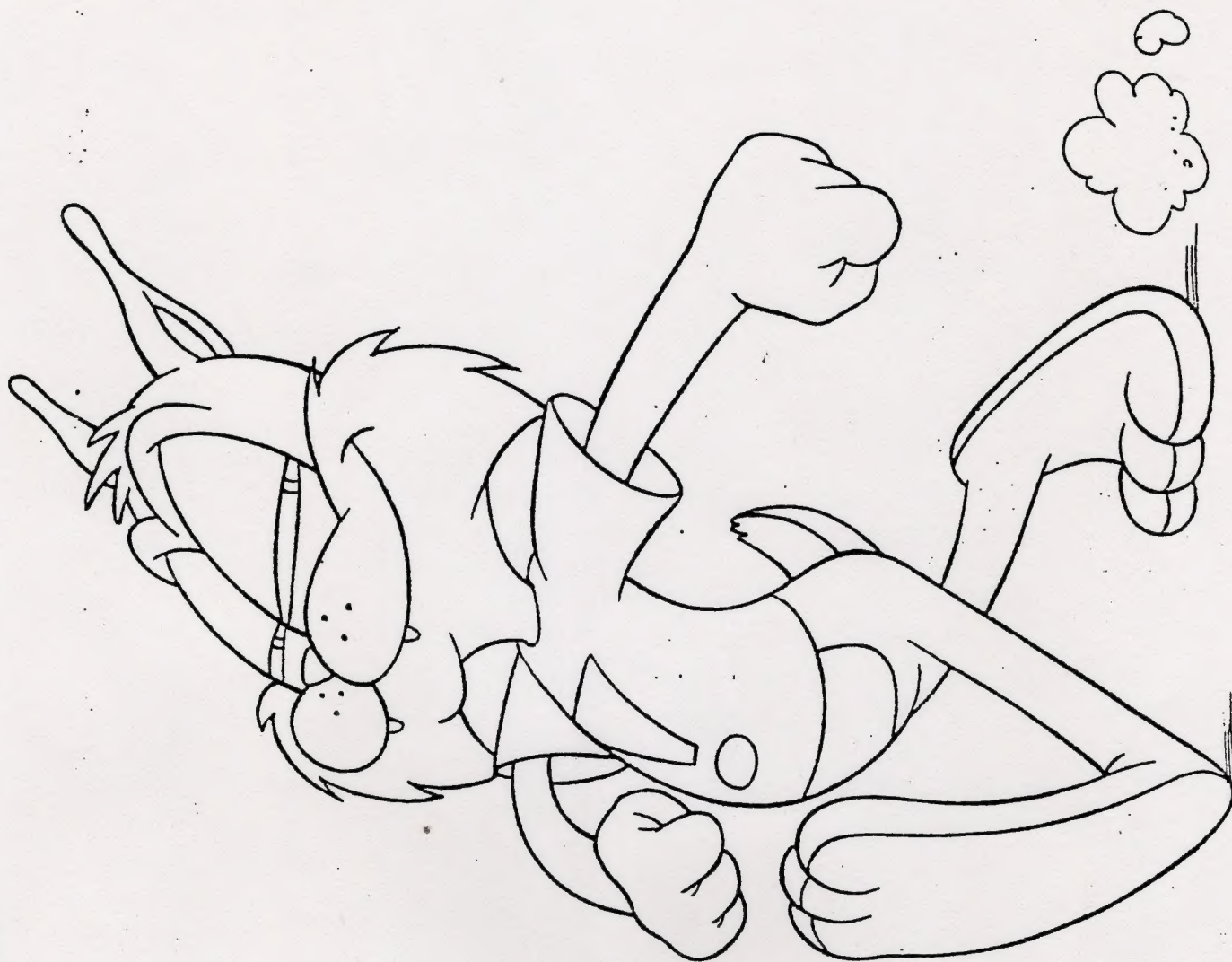
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Model #: 16



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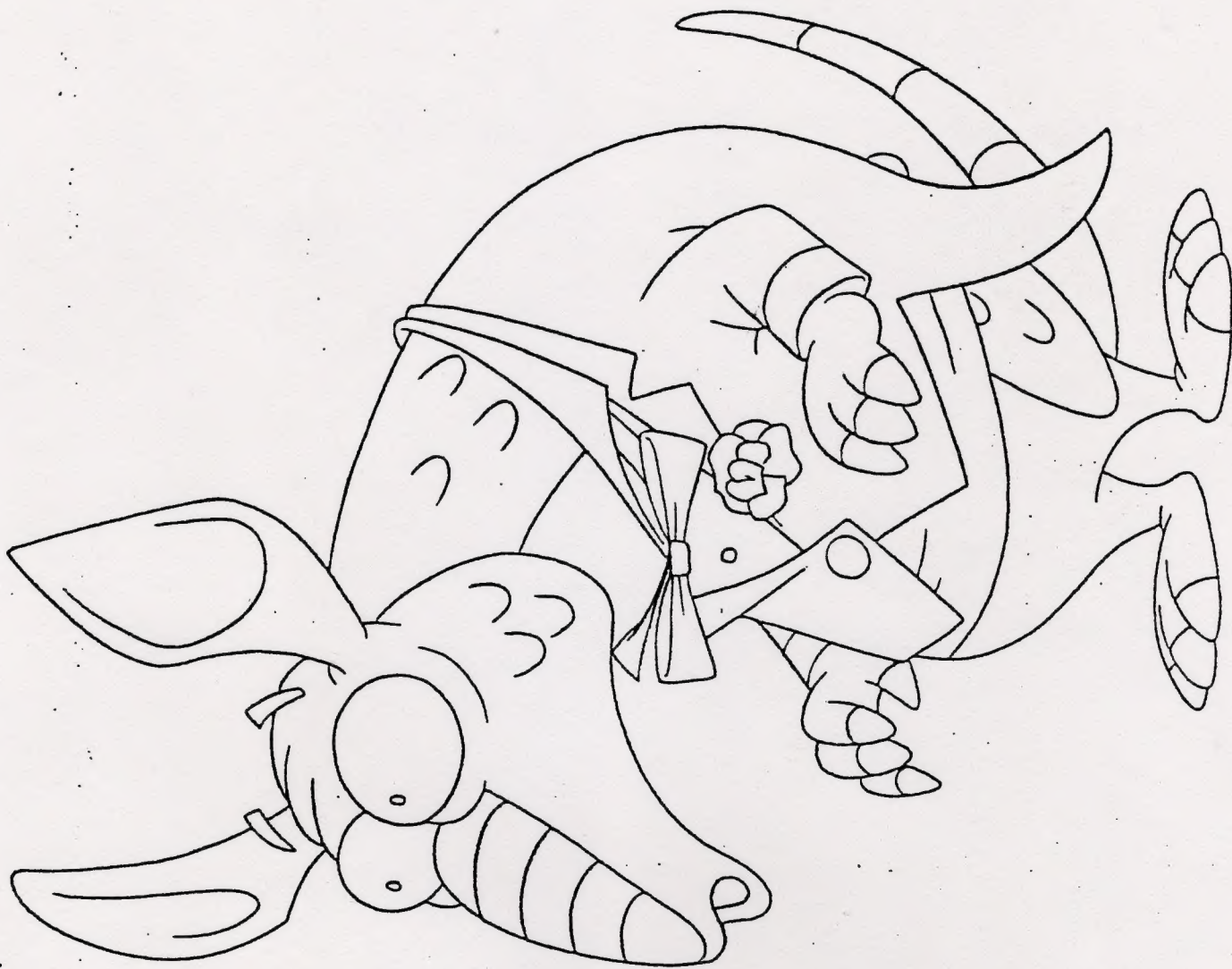
Model: BUBSY

ATTITUDE "G"

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Approved By: 18

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Model #: 30



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Model: ARNOLD IN A
TUXEDO

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Model #: 77



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Model: OBLIVIA
ATTITUDE "G"

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Model #: 78



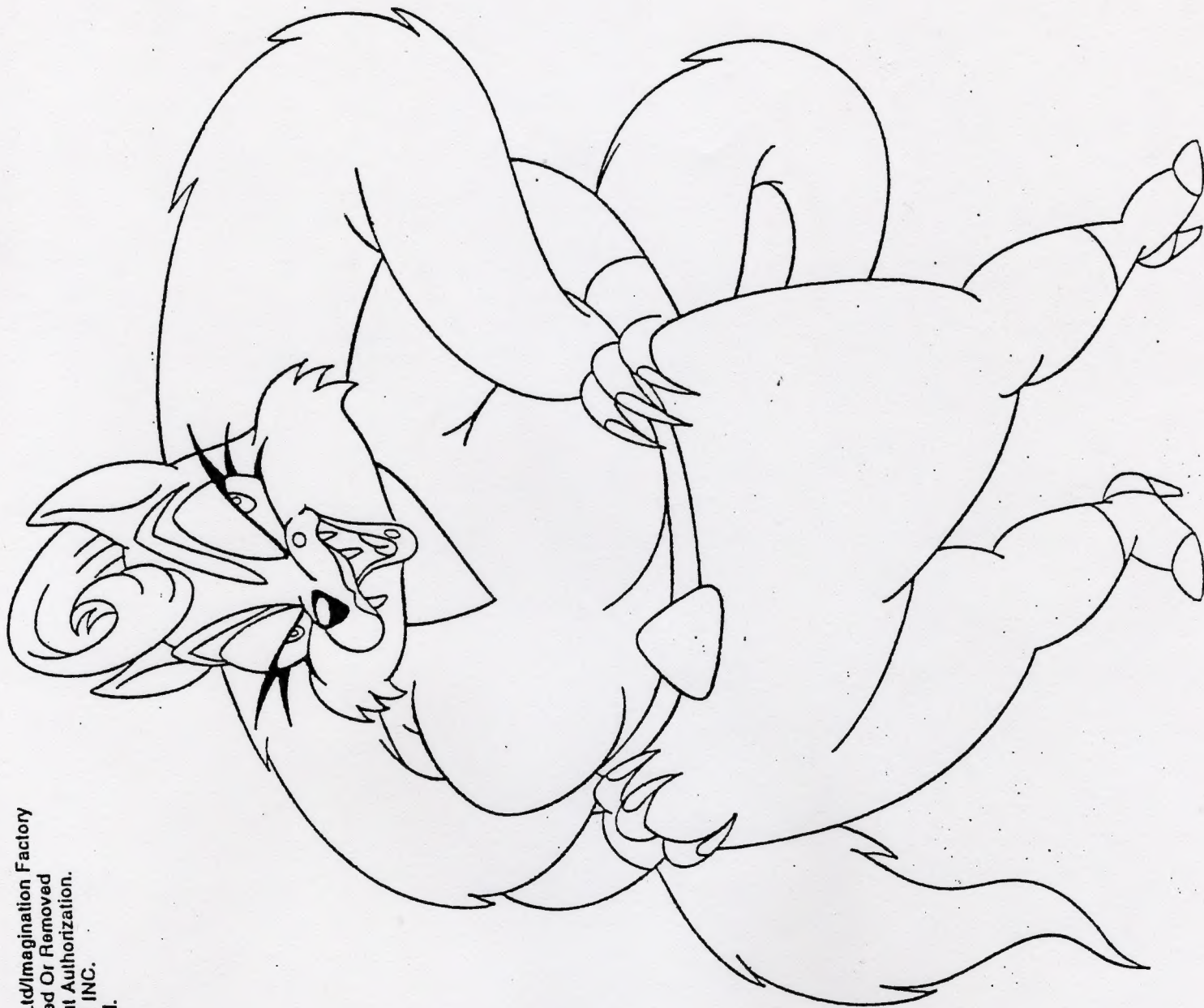
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Model: ALLYCASSANDRA

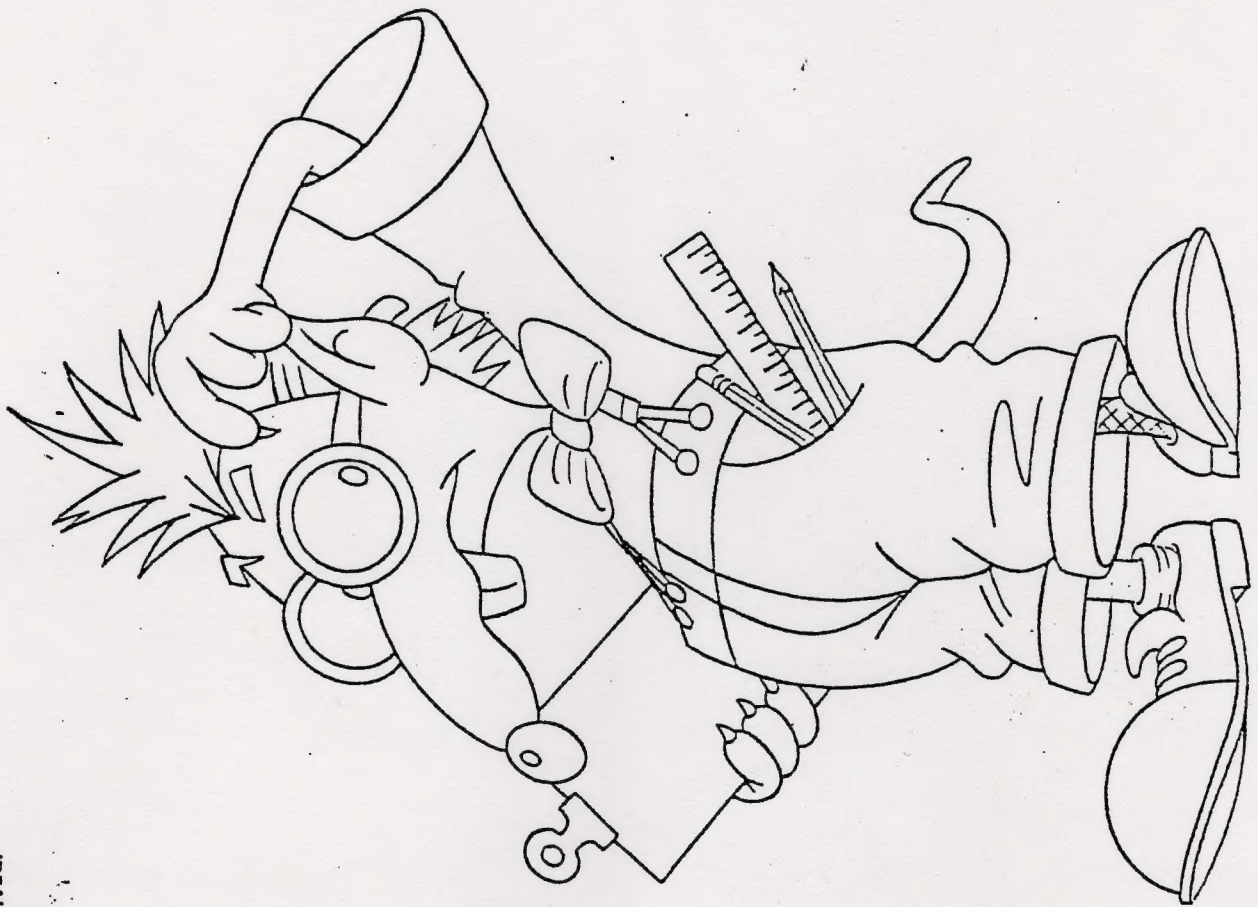
FRONT VIEW

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Model #: 59



Show #: BUBSY

Model: VIRGIL REALI
ATTITUDE "C"

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Approved By: (Signature)

Character Profile: Bubsy

Bubsy – He's self-assured and over-confident...a bobcat extraordinaire. He's a glib, fast talking, fur ball of raw energy. In short, Bubsy is a loose cannon with a heart of gold. Bubsy sees himself as a professional adventurer. As he puts it, "I'm a hero for cryin' out loud, and if that's a crime, then book me!" Bubsy craves excitement and danger. He's never bored and certainly never boring. His philosophy is summed up by his favorite sentiment, "What could possibly go wrong?" Of course, everything that *can* go wrong does. Consequently, Bubsy is routinely squashed, crunched and imploded, but it's okay because Bubsy has nine lives.

Bubsy's Favorite Expressions:

I'm a hero, for cryin' out loud, and if that's a crime, then book me!

What could possibly go wrong?

Whatever blows your hair back!

I knew that, I was just testing you!

I-I-I-like it!

Did I mention I don't like heights?

Whew! What a rush! I think I saw Elvis!

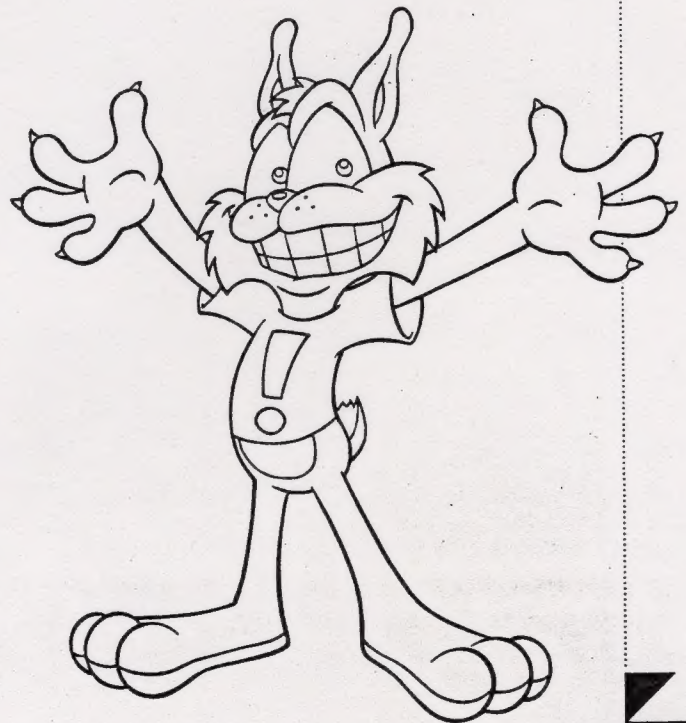
You gotta go for the gusto!

You gotta live on the edge!

You gotta be brave!

I crave adventure!

I want to go where no bobcat has gone before!





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9340 Eton Avenue, Chatsworth, CA 91311-5879
Telephone: 818-954-8221



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